

## The Great Wall

**Special Rule:** the Stages of the Great Wall can be built in any order, at the player's choice.

*Clarification:* The player must choose the Stage to be built before the other players reveal their action.

·A· **STAGE 1:** The player takes 8 coins from the bank and adds them to their treasury.

**STAGE 2:** At the end of the game, the player gains an extra scientific symbol of their choice.

**STAGE 3:** The player adds 2 Shields to their total during each conflict resolution.

**STAGE 4:** The player chooses, at the end of the turn, an Age card in the discard pile to put it in play for free.



·B· **STAGE 1:** The player takes 8 coins from the bank. Both neighbors each take 2 coins from the bank.

**STAGE 2:** At the end of the game, the mask copies the scientific symbol of a neighboring green card.

**STAGE 3:** At the end of the current Age, the player does not take part in conflict resolution.

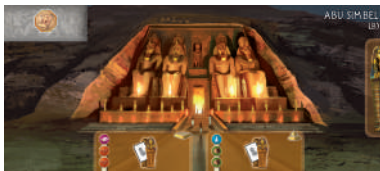
Moreover, each other player, must pay 2 coins to the bank.

**STAGE 4:** The player chooses a resource, not produced by their city, their brown, gray or initial resources.

*The resources produced by the yellow, white, or black cards are not taken into account.*

## Abu Simbel

·A· **STAGE 3:** At the moment when this Wonder Stage is built, the player must choose one of their previously recruited Leaders and place it face-down on the space reserved for that on their board. The player can no longer benefit from the chosen Leader's effect. At the end of the game, the player scores a number of points equivalent to double the Leader's cost.

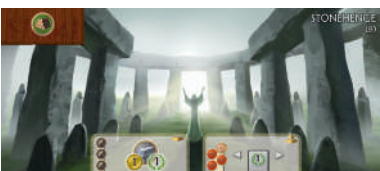
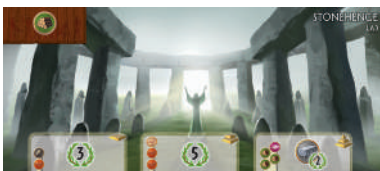


·B· **STAGE 1:** Same as Stage 3 of side (A)

**STAGE 2:** Same as Stage 3 of side (A)

## Stonehenge

·A· **STAGE 3:** At the end of the game, the player scores 2 victory points for each Stone resource present on their brown cards.



·B· **STAGE 1:** This grants 1 coin for each Stone resource on the player's brown cards when built. At the end of the game, it scores 1 victory point for each Stone resource on the player's brown cards.

**STAGE 2:** At the end of the game, the player flips face up the card used to build this Stage. The player scores 1 victory point for each card of that color in neighboring cities.

## Manneken Pis

·A· **STAGE 1:** The player applies the effect of the first Stage of the Wonder board to their left.

**STAGE 2:** The player applies the effect of the second Stage of the Wonder board to their right.

**STAGE 3:** The player applies the effect of the last Stage of the Wonder board to their left.



·B· **STAGE 1:** The player takes 7 coins from the Bank. That player benefits from an extra Shield during Conflict resolution and 7 victory points.

- the construction costs of the Manneken Pis Stages are identical to those of the Stages copied.

- it is not required for the Stages copied by the Manneken Pis to have been built by their owners.

- if the Great Wall Wonder neighbors Manneken Pis, the owner of the Manneken Pis can choose the Stage to copy.

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## FAQ



If multiple players take cards from the discard pile during a given turn, the resolution order is the following : Halikarnassós, The Great Wall, Manneken Pis, Salomon and finally, the Courtesan's Guild.